

2000 TEMPEST™

Interplay brings the excitement of arcade action to your living room. This addictive "psychedelic" shooting game combines all the elements that make for a excellent game - awesome graphics, cool music, twisting/cycling hues and hours of intense action.



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MN-SAT-317-0

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INTERACTIVE



**Ultimate
3D Pinball**



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

ESRB DISCLAIMER: This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



This official seal is your assurance that this product meets the highest quality standards of SEGA™.

Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.

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WARNING TO OWNERS OF PROJECTION TELEVISIONS:

STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE
OR BURN THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE
OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS

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EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, or any involuntary movement or

convulsion while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

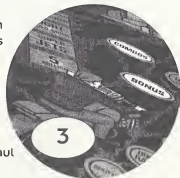


PRECAUTIONS TO TAKE DURING USE

- Do not sit too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

STARTING UP: HOW TO USE YOUR SEGA SATURN SYSTEM

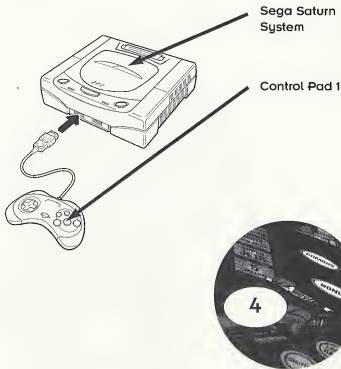
1. Set up your Sega Saturn system by following the instructions in your Sega Saturn system Instruction Manual. Plug in Control Pad 1.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or if the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.



5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of the game will appear.

IMPORTANT

Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn System has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.



HANDLING YOUR SEGA SATURN CD-ROM

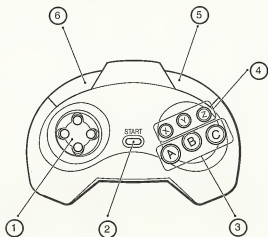
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and Sega Saturn CD.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



CONTROLS



- 1 Directional Button (D-Button)
- 2 Start Button (Start)
- 3 Buttons A, B, C
- 4 Buttons X, Y, Z
- 5 Right Shift Button (Button R)
- 6 Left Shift Button (Button L)

MAIN MENU OPTIONS

After the initial logo screens, you will soon be presented with the Web Back Box display. Press the Start Button on the Control Pad to display the Main Menu Options. From here you may select the options detailed below. Use the Directional Button to highlight the options. Simply press the C Button or the Start Button to make your selection.



START GAME

Selecting Start Game will load the table ready to play; for in-game controls please refer to the Options-Controls section of this manual. When the table has loaded, use the Start Button to start a game. When the game has started:

- i) Use the Start Button to enable and disable pause mode. See also Pause MENU OPTIONS.
- ii) Press the ADD PLAYER Button (default is X Button) to add other players to the game (only during ball 1). A maximum of four players can play each game; all players use the Control Pad in Control Port 1.
- iii) Hold down the A+B+C+Start Buttons to return to the title sequence.

SLIDESHOW

Selecting SLIDESHOW will automatically display high-quality views of the table, taken from a variety of angles. You can manually step through all the views by using the Directional Button. Pressing the Start Button or the B Button will exit the slideshow.

OPTIONS

Selecting OPTIONS will present you with the Options screen. Use the Directional Button and the C Button to select from the following:



Table View

Selecting **TABLE VIEW** will present you with the Table View Selection screen. The icons shown represent the angle of view and the position of the dot matrix. Use the **Directional Button** to highlight your desired angle, then use the **C Button** to select or the **B Button** to cancel.

Controls

Selecting **CONTROLS** will present you with the Control Settings screen. The default in-game controls are shown below. You may of course configure your own controls. To do this, simply use up and down on the **Directional Button** to highlight, then left or right to scroll through to the required control **Button**. Selecting "Default" with **C Button** will return the Control settings to the original game configuration (as below). Selecting "Exit" will either show conflict(s) of your configuration or return to the Main Menu. The settings will be saved to the System Memory on exit and will be read automatically when you choose to play the game in the future.

- Left on D-Button - Activates left flippers
- Button C - Activates right flipper
- Button B - Fire
- Up on D-Button - Nudge up
- Button L - Nudge left (push left corner of the table)
- Button R - Nudge right (push right corner of the table)
- Button X - Add player(s) or restart single player game



Visuals

Two levels of focus are available. Soft focus gives slightly softer, lower-contrast graphics, which tend to reduce screen flicker on certain parts of the table. Sharp focus is a sharper view, but may cause flicker on some displays. Use left or right on the **Directional Button** to select the focus which best suits your display.

Dot Matrix

The "Grid" dot matrix is the preferred option, but may cause interference patterns on some displays (non-RGB inputs). The "Solid" option should produce a better image on these displays. Use left or right on the **Directional Button** to select the dot matrix best suits your display.

Audio

Use left or right on the **Directional Button** to select between Mono, Stereo and Swapped Stereo (left and right reversed). When using a mono TV, be sure to select the Mono sound option (otherwise some sound effects/speech may not be heard during a game). Volumes for Sound effects and music can be set from the **PAUSE MENU** during a game (see Pause Menu Options).

Sound Test

Use left or right on the **Directional Button** to scroll through the various samples available. Press the **C Button** to play the sample.



Music Test

Use left or right on the **Directional Button** to scroll through the available tracks. Use the **C Button** to listen to the current track and the **B Button** to stop play.

Exit

Selecting EXIT will return you to the Main Menu. Note: High Scores and all other game configurations will be saved in the System Memory. When the game is first loaded these will read automatically.

PAUSE MENU OPTIONS

During a game, you may press the Start Button to enable and disable Pause. When Pause is enabled, the following options become available. Use the Directional Button and the C Button to make a selection.

Add Player

Selecting this option will add a player to the current game, you may only add a player if ball one is not complete. Note: If you have completed ball one of a single player game, you may use the ADD PLAYER Button (default is X Button) to restart the game.

Adjust Volume

Sound effects and music volumes can be set from here. Use the Directional Button to highlight and adjust the volumes. Press the C Button to return to the PAUSE MENU.

Adjust Screen Position

Use the Directional Button to adjust the vertical position of the screen. Press the C Button to return to the PAUSE MENU.



Quit Game

Selecting this option will enable you to quit the current game and return the title sequence. Simply highlight YES or NO with the Directional Button, then press the C Button to confirm.

PLAYING THE GAME

You start each game with three balls. Controls operate just as they do on a real pinball machine. Launch the first/next ball, then use the flippers to keep the ball in play as long as possible. You can nudge the table, but be careful as too much nudging can cause the game to TILT at the expense of the current ball.

At the end of each ball, a bonus score is tallied (press the Fire Button or both flippers to bypass this). If your score at the end of the game is higher than previous scores, you will be prompted to enter your initials. Use the flippers and the Fire Button to enter your initials.



CREDITS

During a game you may gain credits, which is signified by a loud "thwack." You can use the credits at the end of a game to "buy" extra balls.

Credits are carried over from one game to the next. The maximum number of credits allowed is nine.

REPLAYS

When a player's score exceeds the replay level, a credit is awarded.

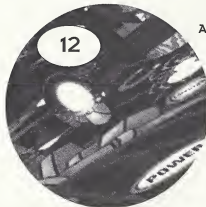
HIGH SCORES

If you get a high score you may earn one or more credits. If you have "bought" an extra ball or more during the previous game, your high score will go into the "buy in" high-score table.

You will find the current international high scores for Pro Pinball the Web on the World Wide Web at <http://www.empire-us.com> or <http://www.empire.co.uk>, or <http://www.interplay.com>. If you get a really high score and want to register it with us

do the following. While the game is displaying the high scores on the dot matrix display (before starting a game) hold down both flippers. All the high scores in the hall of fame will be encrypted. Type the code into the form on the hi-score page and send it to us.

MATCH



At the end of the game is the match sequence. If the match number is the same as the last two digits of your score, a credit will be awarded.

RULE CARD FOR "THE WEB"

Space Station Frenzy

Shoot all drop targets to light dock. Dock three balls to start frenzy and score fast jackpots.

Missions

Shoot the center sinkhole to activate missions.

Power Levels

Inlanes light spinners. Shoot lit spinners to advance power levels and light awards.

The Arena

Shoot consecutive loops to light extra ball and bonus held.

The Ultimate Showdown

Complete Missions, Combos, Power, Bonus and Ultra to begin the Ultimate Showdown.

ADDITIONAL RULES AND CLUES

(If you need them!)

Power Levels

The inlanes at the bottom of the table light the Spinner lanes. Shoot these when lit to increase the power levels. Various bonuses are awarded for each power level. The power levels are reset after you lose a ball. Power levels range from one to eight.



Combos

A combo (or combination shot) is awarded when you make one loop, orbit or ramp shot quickly followed by another. Hitting combos in succession awards a Combo, Double Combo or Triple Combo for increasing amounts of points.

Missions

Hitting the center hole at the top middle of the table when lit starts a Mission. The instructions for each Mission are indicated on the dot matrix display. The Spider lights indicate what you need to hit. The dot matrix display will also indicate the progress of each mission. You have a limited time to complete each mission. There are six possible missions. If you complete a mission a Showdown Sphere is awarded.

Skill Shot

You will see a spider briefly light up when you plunge a ball. Shoot this to get a skill shot and a large bonus score.

Video Mode

The dot matrix will tell you when the video mode can be activated. Use the flipper buttons to shoot the mines on the dot matrix display. Don't shoot the numbered balls - these award bonuses. If you're really skilled you may even earn an extra ball.

Space Station Frenzy

Shoot all the drop targets at the top of the table to light dock (indicated by a green arrow). Get three balls in the dock to start Space Station Frenzy. This will give you three balls in play simultaneously. Score jackpots to hugely increase your score.



Fast Frenzy

Shoot the left ramp repeatedly to light the lock hole. Shoot the lock hole to activate Fast Frenzy (two, three or four balls on the table simultaneously).

The Ultimate Showdown

This is activated when you have completed all the Missions and sub-themes of the table. It is only available to the best players. Six balls will be fired onto the table. Hit the lit ramps, holes and lanes to score huge points and defeat the enemy!



GAME CREDITS

EMPIRE CREDITS

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CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your SEGA SAT-URN. The more detailed information you can provide our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "I" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamers Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

Hintline

Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.



INTERPLAY'S WORLD WIDE WEB SITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanotic gamers, we love the idea of gamers all over the world topping into cyberspace to see, touch and feel our latest games. No hype, no marketing compaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit to our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome!

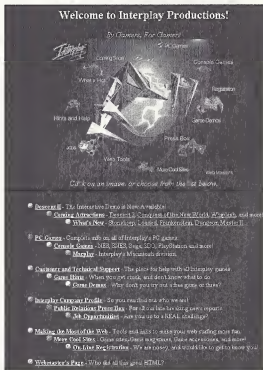
Brion Forgo

HOW TO GET THERE

Interplay's World wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to:



<http://www.interplay.com>

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2. Write the phrase "Code PB12" on the card.
3. The ORIGINAL store receipt with the purchase price circled. (Receipts cannot be returned.)
4. The part # (MN-SAT-317-0) cut from the back cover of the manual.
5. Mail to:

Pro•Pinball \$10 Rebate Offer
P.O. Box 19129
Irvine, CA 92623

The product must be purchased and receipt dated on or before April 30, 1997. This request must be postmarked by May 15, 1997 and received by May 31, 1997. Allow 6-8 weeks for processing. Only one (1) rebate will be accepted per family address, household, group or organization. Offer not valid on any other products or in conjunction with any other offers. Offer good in USA and Canada only. Only the original retail store receipt will be accepted. Receipts will not be returned. Not responsible for late, misdirected, incomplete or illegible requests. Void where prohibited, taxed or otherwise restricted.

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Warranty Replacements
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